Appl. No. 10/750,275
Amdt. dated June 7, 2007
Reply to Office Action of March 7, 2007

Docket No. 83336.0989

## Amendments to the Claims:

This listing of claims replaces all prior versions of claims and listings of claims in the application:

## Listing of Claims:

1.    (currently amended) A gaming method comprising:

~~allowing a player to add value to~~ enabling a gaming device to receive funds from a player;

allowing ~~a~~ the player to ~~select~~ input a ~~credit value~~ denomination for ~~a wager~~ wagering, wherein the denomination is not a predetermined standard denomination;

determining ~~the~~ a number of full and partial credits available for the wagering based on the received funds and the inputted denomination ~~represented by the value added by the player by dividing the value added by the player by a selected credit value~~;

allowing the player to play a game on the gaming device for partial credits, ~~and~~ full credits, or both partial and full credits[[; and]]

~~storing information relating to the full credits, partial credits, redemption values, and selected credit values to a database.~~

2.    (canceled)

3.    (currently amended)    The gaming method of claim 1, wherein the game is adapted to award at least one prize having a value, further comprising correlating the value of the prize to a ~~wager including~~ partial credit ~~credits~~.

4.    (canceled)    ~~The gaming method of claim 1, further comprising, if the value added by the player is less than the credit value, prompting the player to add additional value.~~

5.    (canceled)    ~~The gaming method of claim 1, further comprising, if the value added by the player is less than the credit value, prompting the player to change the credit value.~~

6.    (canceled)    ~~The gaming method of claim 1, further comprising, if the value added by the player is less than the credit value, changing the credit value to a lower credit value.~~

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7.      (canceled)   ~~The gaming method of claim 1, further comprising storing at least the partial credit value.~~

8.      (canceled)   ~~The gaming method of claim 1, wherein the full credits and partial credits may be wagered by the player at any time.~~

9.      (original)   The gaming method of claim 1, further comprising displaying the full and partial credits to the player.

10.     (original)   The gaming method of claim 9, wherein the partial credits are expressed as decimals.

11.     (original)   The gaming method of claim 9, wherein the partial credits are expressed as fractions.

12.     (canceled)   ~~The gaming method of claim 1, further comprising allowing the player to determine a first credit value.~~

13.     (currently amended)   The gaming method of the claim ~~12~~ <u>1</u>, further comprising allowing the player to ~~determine~~ <u>input</u> a second ~~credit value~~<u>denomination</u>.

14.     (canceled)   ~~The gaming method of claim 12, wherein the player may define the credit value as a value other than the standard denominations in which currency is issued or an integral multiple thereof.~~

15.     (currently amended)   The gaming method of claim ~~12~~ <u>1</u>, further comprising allowing a game operator to determine a maximum ~~credit value~~<u>denomination</u>.

16.     (currently amended)   The gaming method of claim ~~12~~ <u>1</u>, further comprising allowing a game operator to determine a minimum ~~credit value~~<u>denomination</u>.

17.     (currently amended)   The gaming method of claim ~~12~~ <u>1</u>, further comprising setting an increment rate by which the player can increase or decrease the ~~credit value~~<u>denomination</u>.

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18.    (currently amended) The gaming method of claim 1, wherein the ~~value added by the player is~~ received funds are in a first currency and the full and partial credits ~~represent~~ are based on a second currency.

19.    (canceled) ~~The gaming method of claim 1, wherein the value added by the player is in a currency and the partial credits have a value other than the standard denominations in which the currency is issued or an integral multiple thereof.~~

20.    (currently amended) A gaming method comprising:
        ~~allowing a player to add value to a gaming device via a voucher;~~
        ~~receiving player input defining a credit value, wherein the credit value is a value other than the standard denominations in which currency is issued;~~
        determining ~~the~~ a number of full and partial credits available for wagering based upon both a player's funds ~~the value of the voucher~~ and ~~the selected credit value~~ a non-predetermined non-standard denomination inputted by the player;
        allowing the player to ~~make a~~ wager ~~and play the gaming device; and storing information relating to the~~ full credits, partial credits, or both full and partial credits ~~redemption values, and selected credit values to a database.~~

21.    (canceled)

22.    (canceled)

23.    (currently amended)   The gaming method of claim 20, further comprising setting a maximum ~~credit value~~ denomination.

24.    (currently amended)   The gaming method of claim 20, further comprising setting a minimum ~~credit value~~ denomination.

25.    (canceled)   ~~The gaming method of claim 20, further comprising setting an increment value by which the player may define the credit value.~~

26.    (canceled)   ~~The gaming method of claim 20, further comprising assigning a default credit value if the player does not define a credit value.~~

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27.     (canceled)   ~~The gaming method of claim 20, further comprising, if the value added by the player is less than the credit value, prompting the player to add additional value.~~

28.     (canceled)   ~~The gaming method of claim 20, further comprising, if the value added by the player is less than the credit value, prompting the player to change the credit value.~~

29.     (original)   The gaming method of claim 20, wherein the game is adapted to award at least one prize having a value, further comprising correlating the value of the prize to a wager including partial credits.

30.     (currently amended)   The gaming method of claim 20, further comprising allowing the player to determine at least a second ~~credit value~~ denomination.

31.     (canceled)   ~~The gaming method of claim 20, further comprising allowing the player to place a wager comprises a partial credit.~~

32.     (canceled)

33.     (currently amended) A gaming device comprising:

a game display adapted to present a game of chance to a player;

a value acceptor configured to accept a voucher having a value; and

a controller in communication with the value acceptor, wherein the controller is configured to determine a number of full credits and partial credits available for play by dividing the value of the voucher by a credit value ~~selected~~ inputted by the player, wherein the credit value is not a predetermined standard denomination, and wherein the controller is configured to allow the player to play a game with a wager that comprises a partial credit[[; and]]

~~a database for storing information relating to the full credits, partial credits, redemption values, and selected credit values~~.

34.     (canceled)   ~~The gaming device of claim 33, further comprising a player input device configured to allow a player to define the credit value.~~

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35.     (canceled) ~~The gaming device of claim 34, wherein the input device is configured to allow the player to define the credit value as a value other than the standard denominations in which currency is issued or an integral multiple thereof.~~

36.     (currently amended)   The gaming device of claim ~~34~~ 33 wherein the controller is configured to allow a game operator set a maximum and minimum credit value.

37.     (canceled)   ~~The gaming device of claim 36 wherein the controller is further configured to allow the game operator to set an increment value by which the credit value can be raised or lowered.~~

38.     (canceled)

39.     (previously presented) The gaming device of claim 33, further comprising a voucher printer.

40.     (original)   The gaming device of claim 33, further comprising a credit display configured to display to the player the number of full and partial credits available for play.

41.     (currently amended) A gaming device comprising:
        a game display configured to present a player with a game of chance;
        a value acceptor configured to accept <u>funds via</u> a voucher ~~from the player~~;
        an input device configured to allow a player to ~~input~~ <u>select</u> a credit value of a wager, wherein the credit value includes values other than ~~the~~ <u>a predetermined</u> standard ~~denominations~~ <u>denomination</u> in which currency is issued or an integral multiple thereof;
        a controller configured to store the credit value selected by the player; and
        ~~a database for storing information relating to the full credits, partial credits, redemption values, and selected credit values~~
        <u>accepting a wager for at least a partial credit, wherein the partial credit is based on the credit value and the funds.</u>

42.     (canceled)

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43.     (original)   The gaming device of claim 41, wherein the controller is configured to allow an operator to set a maximum and minimum credit value.

44.     (canceled) ~~The gaming device of claim 43, wherein the controller is further configured to allow the operator set an increment value by which the player may increase or decrease the credit value.~~

45.     (currently amended) The gaming device of claim 41, wherein the controller is further configured to determine the number of full and partial credits available for play by dividing the ~~value accepted from the player~~ funds by the credit value.

46.     (previously presented) The gaming device of claim 45, further comprising a display configured to display the number of full and partial credits available for play to the player.

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